http://www.roguebasin.com/index.php?title=Dungeon-Building\_Algorithm

<http://pcg.wikidot.com/pcg-algorithm:dungeon-generation>

Also, tips and tricks

//pixel art dungeon trick: test the color of a block for collisions to set up

//properties. i.e. black is wall, green is ground. Can also try and mess with

//a range if you want to drop in shaders/masks

Also, Batu pointed out an easy pathfinding workaround. If I add features and know

the x and y of where they are, I can make a path between them that draws floors as it

goes, and have it randomly wander a bit to keep the path interesting.\*